

1 73. (New) An electronically-readable medium storing a program for permitting a computer
2 to perform a method for adding detail to a texture map comprising at least one texture element,
3 the method comprising:
4 generating a detail map;
5 assigning a pointer into said detail map to at least one of the texture elements of the
6 texture map to generate a pointer map, said pointer comprising two offsets including a first offset
7 stored in a first offset map and a second offset stored in a second offset map;
8 interpolating detail color based on the generated detail map;
9 interpolating texture color based on the texture map; and
10 combining detail color with texture color to generate a pixel color.

REMARKS

This application has been filed with Claims 1-57 which are derived from Application Number 08/884,044 entitled SYSTEM AND METHOD FOR MAPPING TEXTURES ONTO SURFACES OF COMPUTER-GENERATED OBJECTS. In that case, the Examiner issued a restriction requirement in an Official Action dated November 23, 1999. Specifically, in the Official Action the Examiner indicated that the pending claims should be divided into five different inventions (I-V) as follows:

- I. Claims 1-5, and 54-59 drawn to mapping a texture on a surface classified in class 345, subclass 430;
- II. Claims 6-7, 25-26, and 60 drawn to specular reflected light classified in class 345, subclass 426;
- III. Claims 8-12, 27-28, and 61 drawn to detail map which is classified in class 345, subclass 430;
- IV. Claims 13-14, and 62 drawn to linking texture maps, classified in class 345, subclass 430; and
- V. Claims 15 and 34 drawn to prefiltering video image, classified in class 382, subclass 260.

[illegible]